

RTCP for inter-destination media synchronization

draft-brandenburg-avt-rtcp-for-idms-04
draft-brandenburg-avtcore-rtcp-for-idms-00

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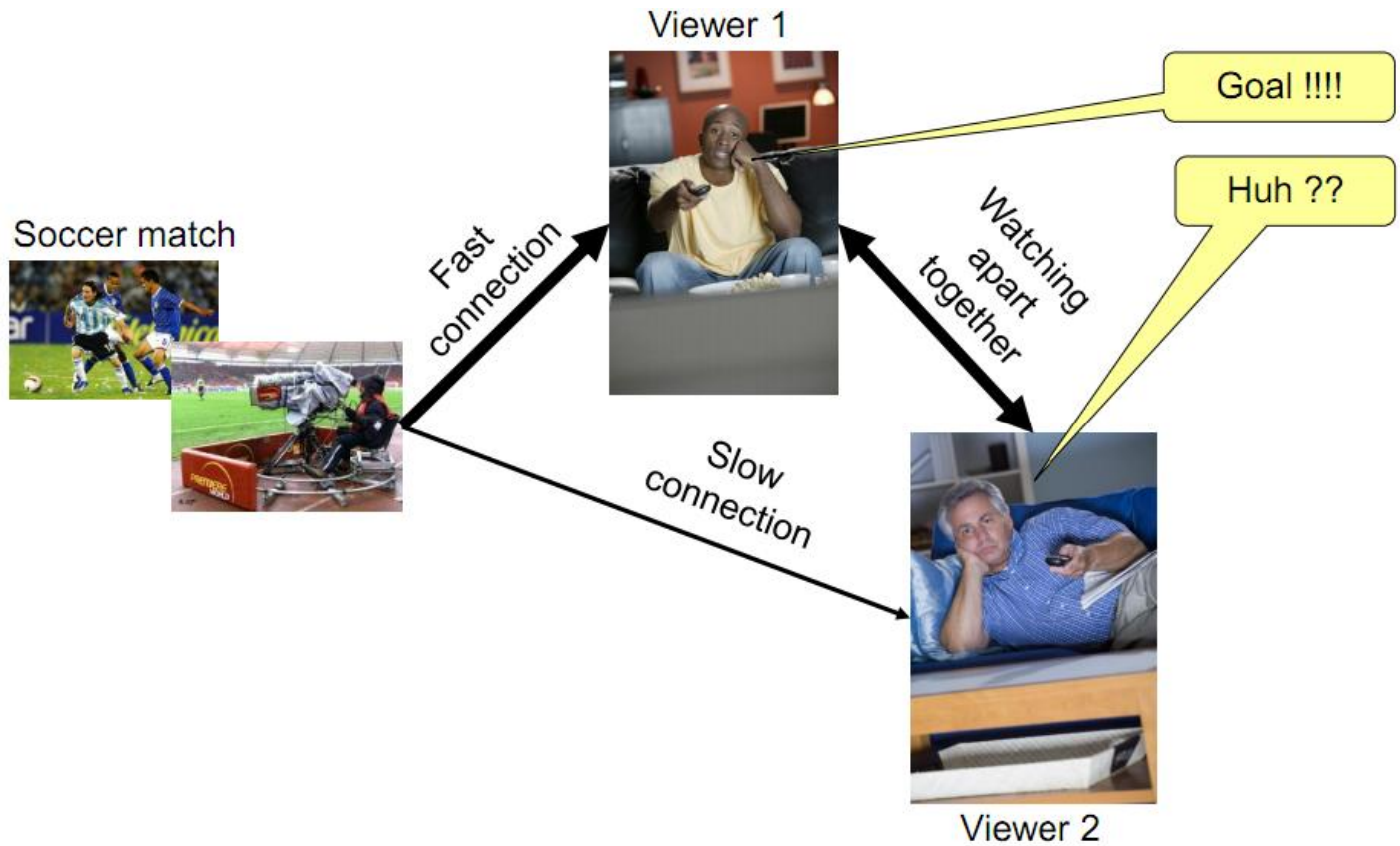
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Recap: the problem solved by IDMS

To synchronize two or more geographically distributed RTP receivers



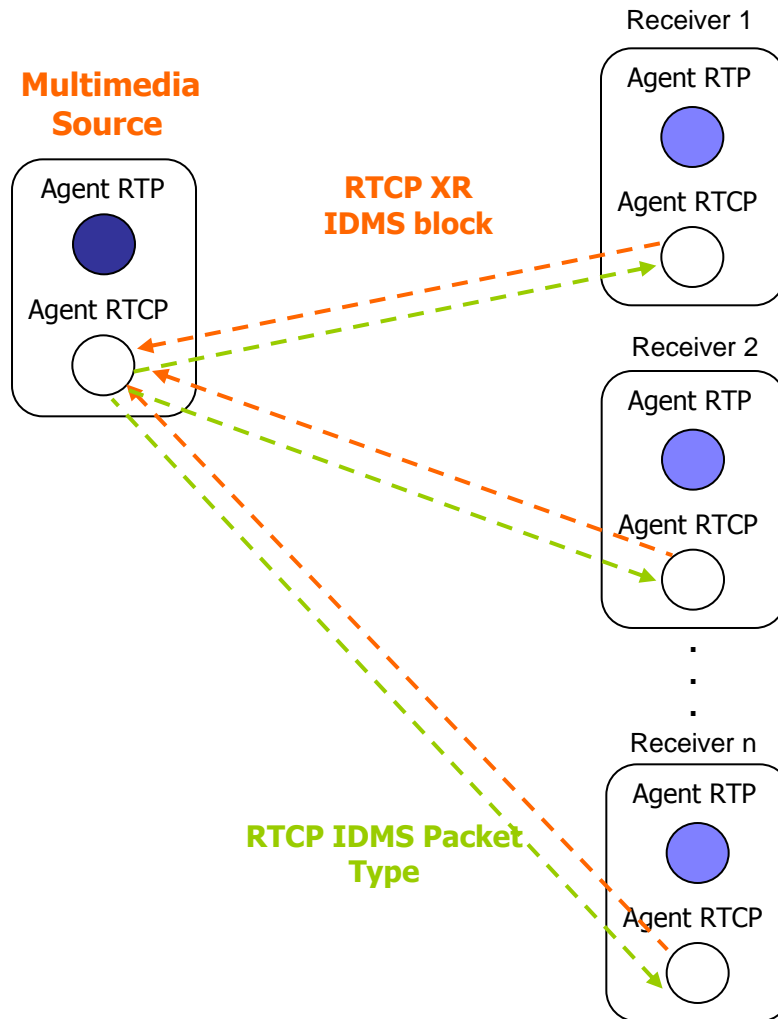
Current status of draft

- At IETF79 and on mailing list, two main issues were raised:
 - Use of RTCP XR for server->client messaging
 - Issues regarding the use of NTP
- New version (avt-04/avtcore-00) attempts to solve these issues

Issue – Use of RTCP-XR for server->client

- Draft presented at IETF 79 used the same RTCP XR block for client->server and server->client messages
 - Flag to identify nature of message
- Issue: Server->client message tells clients when they should play-out particular RTP packets
 - Basically control information
 - Therefore not suited for RTCP XR
- New version introduces new RTCP packet type for server->client message
 - Content of message remains the same
 - Client->server message uses existing XR block

Issue – Use of RTCP-XR for server->client - 2



Issue - Use of NTP

- Draft presented at IETF 79 assumed 'NTP synchronization' between clients
- Two main issues:
 - Time difference between different NTP servers
 - Is NTP itself accurate enough for all applications of IDMS?
- Solution - new SDP parameter to describe:
 - Type of time source used: NTP, GPS, Galileo, PTP, etc.
 - In case of NTP: the used NTP server

Summary

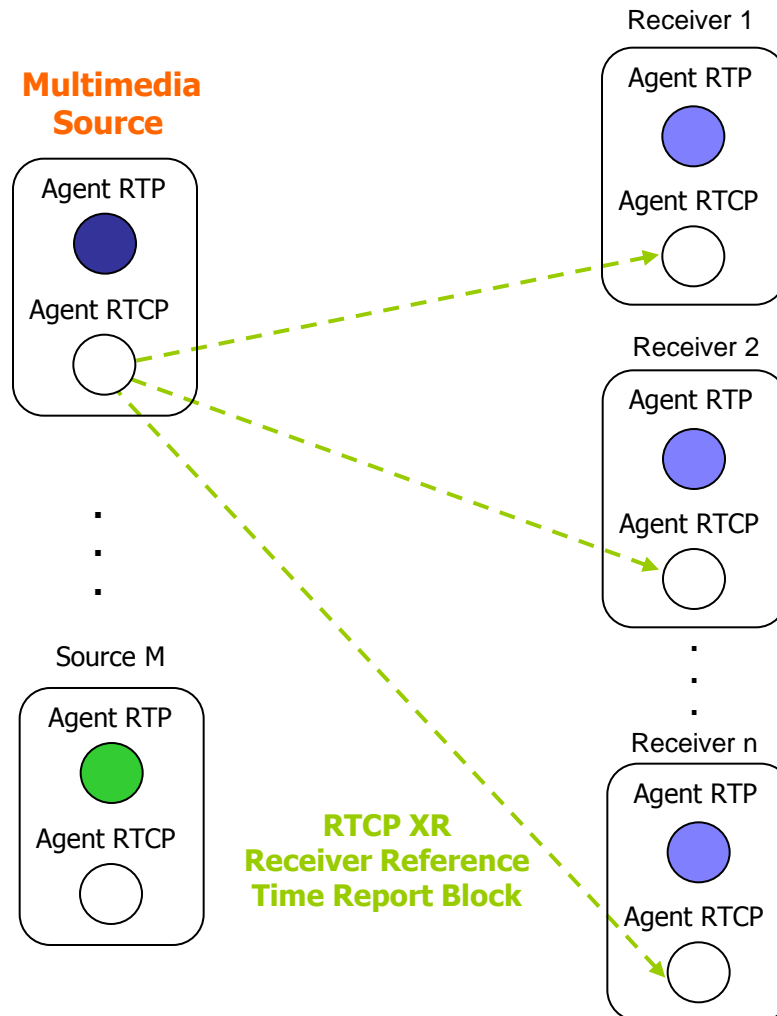
- Changes in draft since IETF 79:
 - New RTCP packet type for server->messaging (incl. SDP parameter)
 - New SDP parameter for describing used time source
 - Added additional use cases apart from SocialTV
 - Added (informative) section with example/overview of IDMS operation
 - Added (informative) section on timing considerations (when to use which timing source)
 - Clarified some terminology
 - Numerous small improvements

Next step

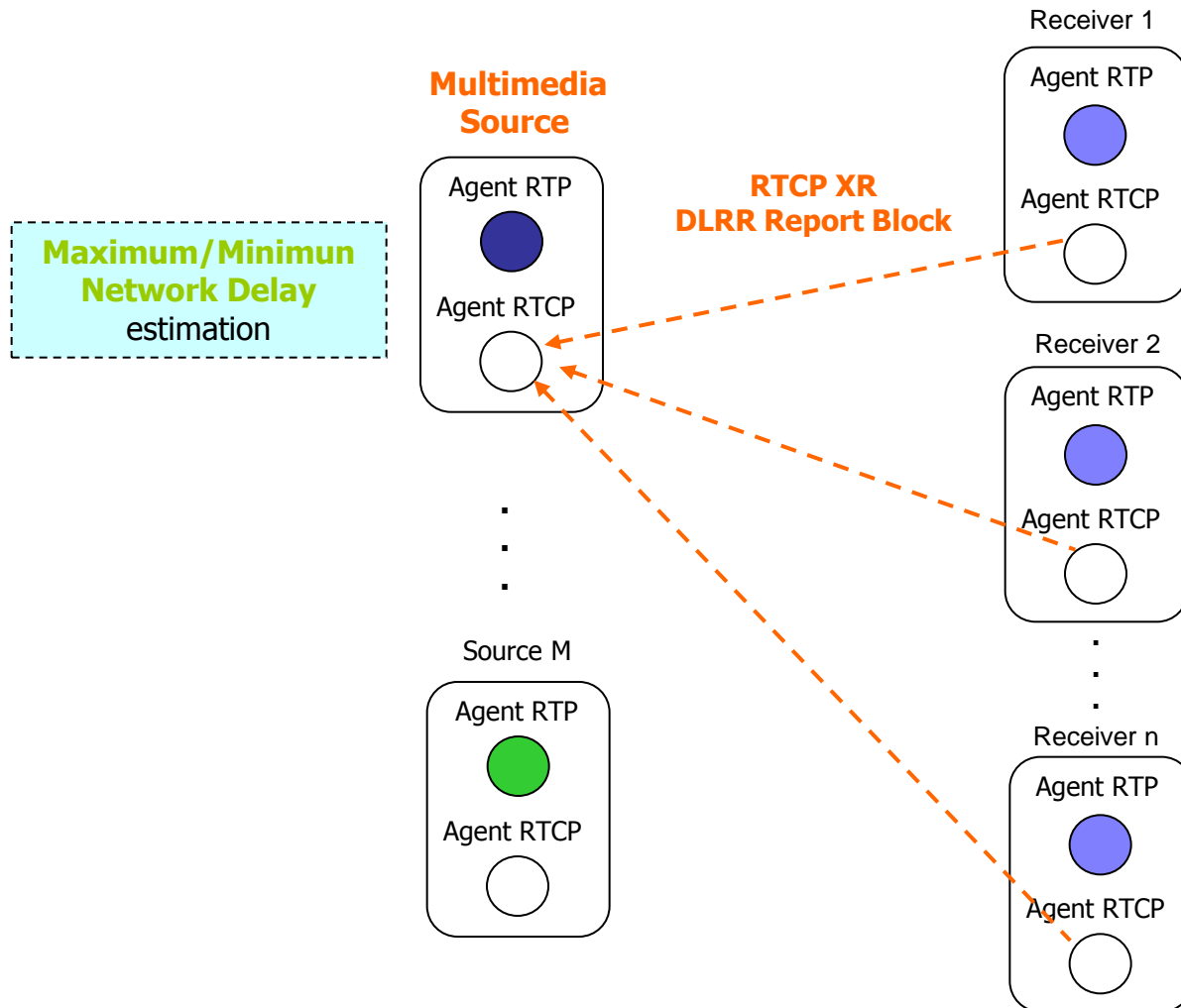
- Are the presented solutions acceptable?
- Accept as WG document?

Extra slides: potential new topic on initial synchronization - 1

Allows all receivers to initiate the playout of the media stream at the same time



Extra slides: potential new topic on initial synchronization - 2



Extra slides: potential new topic on initial synchronization - 3

